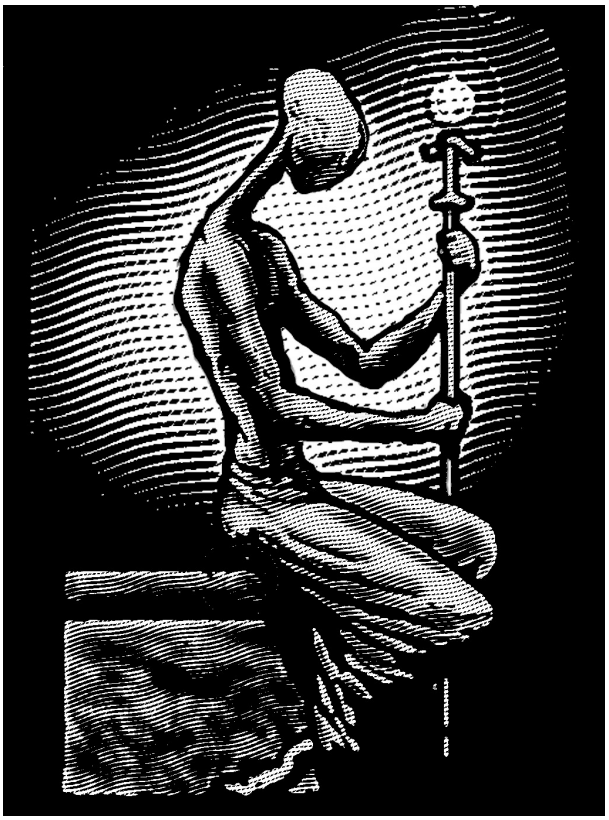
ORFA Jorune

One Roll Fits All v1.2



ORFA "**O**ne **R**oll **F**its **A**ll" is based on the evolution of the original 3rd Edition d20 system, originally called "j20." The system intended to fulfill the goal of a simple gaming system using one die and a minimum number of rolls to determine failure or success, the degree of success (damage or failure). An ORFA GM must keep rolls to a minimum, requiring only rolls than can realistically effect the outcome dramatic direction of the game.

Game Mechanic

When an attempt is made, either opposed by an adversary, or simply as an effort, the roll of one 20-sided die (1d20) determines the success and degree of effect. You determine your target number by adding your Characteristic and the Named Skill that applies to the effort (if you have a Named Skill). A roll of "1" always succeeds. A "20" always fails . This means a target of 20 (17 Maximum Characteristic + 13 Maximum Skill) would fail with a 20. A normal human would have a 10 in any characteristic.

The difference between your target number and your roll is you **Degree of Success.** That difference will be applied to the result of your successful roll, which may include damage to your opponent.

NPCs or Full Character

A **NPC** (Non-Player Character) is intended intended to make a quick for immediate play. It is possible to play a game or campaign using nothing but the **NPC** format as Player Characters, but a later ORFA book is planned to provide full traditional 12-Stat full Jorune character development.

NPCs are based on a 49 points for Characteristics. There are five Characteristics: MENTAL, PHYSICAL, SOCIAL, COMBAT and ISHO. Actions and attempts are based on one of those four. Named skills can be added to your Characteristic, which raises your target number. Each Characteristic must have a level of 1 or above, including races who have no Isho ability.

Named Skills

Named skills are chosen for each of the four Characteristics. You have the number of points in the can be taken with each for four characteristic. Names skills are taken at levels of +1 (Green, but exposed to that skill), +2 (Trained) or +3 (Seasoned) points each. The point for each skill is added to the Characteristic level points added to their roll on the applicable Characteristic.

One skill for the Character may be taken as +4 (Expert).

Named Skill Pools

A character has the following levels of Characteristic (based on 49 points for generation) and Named Skill points based on the Characteristic level.

For example:

Stat	Level	Points for Skill Purchase
Mental	11	11 points for Mental Skills
Physical	11	11 Points for Physical Skills
Social	10	10 points for Social Skills
Combat	12	12 points for Combat Skills
Isho	5	5 points for Isho Skills

A character is attacked in an alley and has a "Combat" of 12 with a named skill of "Knife" at 3, which means the roll is for 15 or less. If the roll comes up 8, your have a success of 7 (7 points above your Knife+Combat Target number. That translates to 7 points of damage.

ORFA applies some changes to the Isho of the third edition.

Isho is the natural energy of Jorune which can be manipulated for peaceful, useful or warlike purposes. There are seven "colors" of isho, called 'lih-al'. Each of which has a particular effect.

"Color" is dictated by race - they are the lih-al possible for each race to use. Choices of dyshas (the manipulated forms of Isho) and isho skills are limited to the lih-al of the characters race. Isho Skills.

Isho for game play is limited to the number assigned to the **Isho Characteristic**. For example a human with an Isho of 3 may roll on Isho - for whatever reason - no more than 3 times during a game. A muadra with an Isho of 14 may roll on Isho 14 times for Dyshas or Isho Skills.

Interference

It is possible for any character to evade/interfere with an attacking dysha with a natural roll of '1' on 1d20. In the original game only humans had this ability, but it has proven more effective to give the chance to survive an attack in game play. Our extensive research shows that dead characters aren't much fun to play.

Dyshas

A normal race has the number of points in Isho to name their dysha with a bonus of +1, +2 or +3.



BASIC DYSHAS	TRA White	SHAL Blue	LAUNTRA Green	EBB A Yellow	DU Amber	DESTI Red	GOBEY
GOBEY	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetration Bold	Shield •
DEST	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lighting Blast •	
DU	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light •		
EBB A	Floater	Scramble	Shining	Levitate •			
LAUNTRA	Inner Ear	Body Freeze	Healer •				
SHAL	Rummage	Brain Blast •					
TRA	Deflector •						

A character *must* take the Primary Dysha for each Lih-al before taking any others in the dyshas using that Lih-al. For example, a characters with Isho of 12 and a Levitate (Ebba) at +3 needs a 15 or less to succeed. The **Degree of Success** may give control over direction and speed of the levitation.

Isho Pool is the number of points available to buy Dyshas and Isho Skills, which is equal to the number of points in the Isho Characteristic.

Muadra have 2 times the number of points in Isho to name Dyshas and isho skills. Shantha have 4 times the number of points in isho to name Dyshas and isho skills.

Jorune ORFA Racial Modifiers

When an attempt is made, either opposed by an adversary, or simply as an effort, the roll of one 20-sided die (1d20) determines the success and degree of effect. The characters applicable Characteristic (Mental, Physical, Combat and Isho).

** = Third Edition Player Race

ACUBON

Physical +1
Social -2
Combat -1
Lih-al: Launtra
+2 Swim, +1 in Fresh water

BLOUNT

Physical -3
Combat -3
Social +2
Isho -3
No Isho, may interfere of 1

BOCCORD **

Physical +1
Social -1
Combat +2
Isho +1
Lih-al: Gobey, Desti

BRONTH **

Physical +2
Social -1
Combat +2
Isho +1
Lih-al: Gobey, Ebba, Launtra

CLEASH

Mental +2
Physical +2
Social -3
Combat +2
Isho *
* No Isho, effected by Shal, may interfere on natural 1

CORASTIN

Mental -1
Physical +3
Social +2
Combat +3
Isho -3
No Isho, may be effected by physical or mental dyshas, May interfere on '1'

CROID

Mental -3
Physical +3
Social -3
Combat +3
Isho -3
No Isho, may be effected by physical or mental dyshas, May interfere on '1'

CRUGAR **

Physical +1
Social -2
Combat +1
Isho +2
Lightning Blast only

CYGRA **

Physical +1
Social -1
Combat +1
Isho - +2
Lightning Blast only

HUMAN **

Lih-al: Desti, Du
+2 Earth Tec

MUADRA **

Physical -2
Social -1
Combat -2
Isho - +3
Lih-al: Any Isho -
Gets Isho x2 to name dyshas

RAMIAN

Mental -1
Physical +3
Social -3
Combat +3
Isho *
* No Isho, effected by Shal, may interfere on unmodified roll of 1 (also called a "natural 1").

SALU

Physical +1
Social -1
Combat -1
Lih-al: Launtra Only
+2 Swim, +1 Salt Water

SCARMIS

Mental -2
Physical +1
Social -2
Combat +2
Isho *
* No Isho, but may effected by physical isho attack
+2 Flying Attack

SHANTHA

Mental +1
Physical +2
Social -2
Combat +3
Isho - +3
Lih-al: Any Isho.
Has Isho x3 to name dyshas

THRIDDLE

Mental +3
Physical -2
Social +2
Combat -2
Isho -1
Lih-al: Desti, Du, Ebba or Launtra

TOLOGRA

Physical +1
Social -1
Combat +1
Isho +1
Lih-al: Gobey, Desti, Du, Ebba, Launtra

WOFFEN **

Social +1
Combat -1
Isho -2
Power Hold only

Skills for ORFA Jorune

Adapted from the Jorune-Fuzion Conversion

GENERAL SKILLS

Acting.....SOCIAL
Animal Handling.....SOCIAL
Arithmetic.....MENTAL
Armorer.....PHYSICAL
Astronomy.....MENTAL
Biology.....MENTAL
Bio-Tec (Advanced).....PHYSICAL
Bio-Tec (Basic).....MENTAL
Bite..... PHYSICAL
Blacksmith.....PHYSICAL
Bochigon.....PHYSICAL
Caji Etiquette.....SOCIAL
Carpentry.....PHYSICAL
Carving.....PHYSICAL
Climb.....PHYSICAL
Condrij Etiquette.....SOCIAL
Contacts.....SOCIAL
Cooking.....MENTAL
Creature Care.....PHYSICAL
Crowd Maneuver.....PHYSICAL
Crystal Cutting.....PHYSICAL
Current Events.....MENTAL
Dancing.....SOCIAL
Drawing.....MENTAL
Drinking.....PHYSICAL
Earth-Tec (Advanced).....MENTAL
Earth-Tec (Basic).....PHYSICAL
Endurance.....PHYSICAL
Evade.....PHYSICAL
Farming.....MENTAL
Fast Talk.....SOCIAL
Fauna Recognition.....MENTAL
Feat of Strength.....PHYSICAL
Fishing.....PHYSICAL
Fist.....PHYSICAL
Flora Recognition.....MENTAL
Foraging.....MENTAL
Gaming.....SOCIAL
Geography.....MENTAL
Geology.....MENTAL
Getting Around.....MENTAL
Hide in City.....COMBAT
History.....MENTAL
Horse.....PHYSICAL
Information Search.....MENTAL
Isho Weather.....ISHO
Juggling.....PHYSICAL
Jump.....PHYSICAL
Kick.....PHYSICAL
Languages.....MENTAL
Learsis.....PHYSICAL
Limilate Find.....MENTAL
Limilate Prepare.....PHYSICAL
Literature.....MENTAL
Lore.....MENTAL
Lothern.....PHYSICAL
Mathematics.....MENTAL
Medicine.....MENTAL
Metalurgy.....MENTAL
Military Etiquette.....SOCIAL
Orating.....SOCIAL
Painting.....MENTAL
Philosophy.....MENTAL
Physics.....MENTAL
Pibber..... PHYSICAL
Pick Locks.....PHYSICAL
Pick Pockets.....MENTAL
Play Instrument.....MENTAL
Prestidigitation.....SOCIAL
Resist..... MENTAL
Run.....PHYSICAL
Sailing.....PHYSICAL
Sculpting.....PHYSICAL
Searching **.....MENTAL
Set Traps.....PHYSICAL
Set Up Camp.....PHYSICAL
Shantha Etiquette.....SOCIAL
Shipwright.....PHYSICAL
Silent Movement.....COMBAT
Singing (Whistling).....SOCIAL
Sprint.....PHYSICAL
Story Telling.....SOCIAL
Swim.....PHYSICAL
Swordsmith.....PHYSICAL
Tackle.....PHYSICAL
Tailing.....COMBAT
Talmaron.....PHYSICAL
Tanner.....PHYSICAL
Tarro.....SOCIAL
Teaching.....SOCIAL
Thombo..... PHYSICAL
Thriddle Madness.....SOCIAL
Throw (Balanced).....COMBAT
Throw (Unbalanced).....PHYSICAL
Tracking.....COMBAT
Traveler.....SOCIAL
Underground Info.....SOCIAL
Wainwright.....PHYSICAL
Weaponsmith.....PHYSICAL
Weather.....MENTAL
Weaver.....PHYSICAL
Wilderness Travel.....MENTAL
Writing (Author).....SOCIAL

ISHO SKILLS

Dyshas.....ISHO
Race Signature.....ISHO
False Signature.....ISHO
Mask Signature.....ISHO
Estimate Isho.....ISHO
Tra Sense.....ISHO
Warp Stabilization.....ISHO
Crystal Manipulation.....ISHO

General Language Skill

You may choose a generic Language as a MENTAL ability to understand some bits of several languages. Your grammar, etiquette and accuracy may be lacking, but you can say basic pidgin phrases like “me go learsis where?” when needed.

Languages

Tongue	Culture/Race
Acu	Acubon
Abahth	Blount
Boru	Bronth*
Chaun-Tse	Crugar/Cygra
Cleash	Cleash
Corastin	Corastin
Croid	Croid
Engl	Thantier Human §
Gee'bo'ko'ushic	Scarmis
Entren	Human §
Rorch-ko	Ramian
Salis	Salu
Regios	Jaspian Human §
Shantha	Shantha
Thivin	Thivin
Hotha	Tologra
Triddis	Thriddle
Troffa	Trarch
Thowtis	Woffen*

** Understood by each other at +1.*
§ Understood by each other at -1.

Spoken language describes the social interaction with a different culture through its language. It assumes your success includes your appropriate etiquette.

Spoken languages are based on SOCIAL.

The Academic Language skill indicates writing, reading and translation. An advanced understanding of the language is required for reading, writing and translating documents from the other language to your own.

Academic Languages are based on MENTAL.

Other languages shown on this charge may be encountered and may be chosen by a player for his or her character, but the 19 languages shown are generally encountered.

Entren has become a primary trading language, spoken through out civilized Jorune.

Health

To create your character's **Health** add your **Physical Characteristic** and **Combat Characteristic** together.

Health is the measure of damage your Character can endure and is reduced by every point of the Degree of Success when you lose an attack. A six point Degree if Success means you take, or give, six points of damage to Health.

When your Health is at 1/2, you have a -1 to all actions. When you health is at 1/3 you have a -2 to all actions. When your Health reaches 1/4 you have a -3 on all actions.

When Health reaches Zero, your character is dead.

For gaming purposes, Health is restored at the beginning of each gaming session.

Customizing ORFA

ORFA is designed as a minimalist system and fully playable using Zip Rules.

The Gamemaster has full control of special features for the game to be played. This may mean adding to, or eliminating, features given in this summary, provided those changes are shared with the players prior to the start of the first game session.

Converting ORFA to other dice systems

The d20 base is easily converted for use by d100, d10, xd6 and descriptive systems.

1d6	2d6	3d6	d10	d20	d100	"FUDGE" Style	Alt. Jorune
1	2	3	1	1	10	Weak	Unfamiliar
2	3	5	3	7	30	Poor	Green
3	5	9	5	10	50	Fair	Familiar
4	8	13	7	14	70	Good	Experienced
5	11	16	9	18	90	Excellent	Seasoned
6	12	18	10	20	100	Superb	Master

NPCs can have specialized skills using a mechanic similar to those used in Third Edition SKYREALMS OF JORUNE. These modified specialties are bonuses ranks according to the training level.

Take the level of the Characteristic and add the level of a named skill. The resulting number becomes your Target Number for use of that named skill - roll that number or less to succeed.

Level	Bonus
Green	+1
Trained	+2
Seasoned	+3
Expert	+4

NOTE: Only one +4 "Expert" is allowed on your character sheet, but is not required.

Generation Scale - PC Races

	PHYSICAL		MENTAL		COMBAT		ISHO		POINT FOR	
	Mim	Max	Min	Max	Min	Max	Min	Max	GENERATIONS	
HUMAN	3	14	3	14	3	14	1	10	34	* See Isho Notes
BOCCORD	5	15	3	14	5	15	1	12	34	
MUADRA	2	13	3	14	2	12	5	15	34	
BRONTH	5	15	3	14	5	16	3	13	34	
CRUGAR	4	14	2	14	4	14	3	12	34	
WOFFEN	4	14	2	14	4	14	3	12	34	

Optional Plug Ins

The GM may opt to include Plug-Ins to address a specific need of his/her campaign, or to make the ORFA system more resemble the gaming system in us or preferred by his Players.

Tt is suggested that Players be encouraged to create their own Gifts, Flaws and Features to make the customized game more of an expression of their group identity and make the campaign more personable.

Oracle Points

Before the game, each player rolls 1d6. If the result is 1, repeat until it does not equal 1. The character has that number of Oracle Points to change game results.

Oracle points can be used by an individual. They can buy a second die roll to change a result, and then takes the most successful roll as his/her result. They can use the point to gain an 'intuition' from the GM as to the best direction to take. They can use an Oracle point to make a called shot on an enemy. They can buy a flashback - a look back at the moment where they got the exact piece of equipment or information they now need. They can buy anything with an Oracle point that the Gamemaster agrees they can buy.

An individual may grant an Oracle point to a member of the team or an NPC, if he or she chooses to do so.

Oracle points can be used by the group to change a plot point of the game - not the narrative from the GM, but the results of a given scene. For example, each member may sacrifice one Oracle point to change a result, such as the death of a character. If each member agrees to sacrifice a point, that dead character is kept alive to continue the game.

An Oracle point may be permanent "burned" - removed from the number of Oracle points possible - to make a significant change in the result of the session.

When the Oracle pool hits zero for a character, there are no options beyond the actual die rolls until the next game session..

At the beginning of the every game session, Oracle points are restored.

Gifts

"Gifts" are a way various game systems allow a special ability, knowledge or skill to be part of a character outside the normal characteristics or special ability or benefit. Samples of Gifts could include:

Enhanced Sense (Specific)	*Wealth*
Empathetic	*Attractive*
Contacts (Specify)	*Perceptive*
Quick Learn (Language or Area Knowledge)	
Nondescript	*Hunches*

Flaws

"Flaws" are a way various game systems keep the play balance by making players deal with deficiencies in their character. Sample "Flaws" might include:

Not easily disguised	*Hunted*
Substance Abuse	*Forgetful*
Traumatic Childhood	*Delusional*
Short Tempered	*Fanatic*
Foolhardy	*Code*

Gifts and Flaws have identical cost structures. Costs at level 1 (infrequent), 2 (occasional) and 3 (frequent). These represent effects of the game narration from the Gamemaster - Gifts allow the GM to give some consideration to the player at the moment of the game. Flaws require the GM to add some complication to the moment.

Gifts cost the player point from their Named Skills points to purchase - their choice for the pools from which to draw points.

Flaws grant the same number of points for named Skill purchased, with their choice of where they spend the gained point(s).

Two Gifts, two Flaws or one of each are the maximum to be allowed in any character.

Character Improvement

Many players like "growing" their characters over time. Even this reduced game set makes this possible.

Name two skills for improvement. At the end of each session, the player will receive 1, 2 or 3 if that skill was used to great effect during the game, or with a natural, unmodified 1 on a roll for that Named Improvement Skill.

Points from Named improvement skills may ONLY be used for the Named Improvement Skills.

At the end of each session the GM may allow 1, 2 or 3 points for exceptional inventive or effective role playing, a brilliant maneuver or somehow astonishing the Gamemaster (which has also been known as Boggle points for leaving the Gamemaster in shock).

Group Creation

Features are suggested as a way of uniting a team together as a distinct identity. This will offer an additional bond for the group and more storytelling opportunities for the gamemaster.

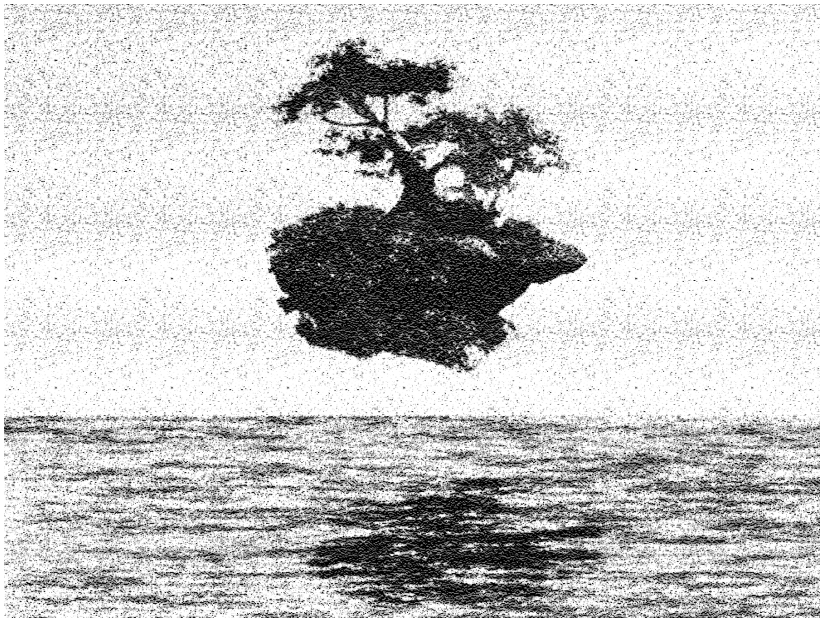
Examples of features might include:

Three scarmis in a human realm.

Crugar at the Anasan (Woffen) university.

Trarch brothers opening a new trade mission.

Thivin attempting to assume human occupations.



CHARACTER

PLAYER

BACKGROUND and DESCRIPTION

PORTRAIT

HEALTH 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
(Physical + Combat) 20 21 22 23 24 25 26 27 28 29 30 31 32

ISHO 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

CHARACTERISTICS

MENTAL	PHYSICAL	SOCIAL	COMBAT	ISHO
MOD	MOD	MOD	MOD	MOD

NAMED SKILLS

LANGUAGE SKILLS

	SOCIAL	ACADEMIC
Acu		
Abahth		
Boru*		
Chaun-Tse		
Cleash		
Corastin		
Croid		
Engl		
Entren		
Gee'bo'ko.		
Rorch-ko		
Regios		
Salis		
Shantha		
Thivin		
Hotha		
Triddis		
Troffa		
Thowtis*		